[align=justify][size=110]Hello Forgotten Elements community today I propose you a new system to get better reflexes and to become very skillful with his mouse and his keyboard called full control of speed and a new system to obtain, to pack and to sell automatically his items called automatically system to help to learn to be very fast to play. It took me 1 hour for making this post correctly and I’m planning to propose a lot of news things soon to get a better game play. I hope you will enjoy my work and I wish you all the best for 2012

I invite you people to correct my errors of language and of grammar, in fact my English is not perfect and I need your help for making progress and correct me, thanks in advance.[/size][hr]

[color=#FF0000][size=200]1) Full Control Of Speed[/size][/color]

[b][size=130]Why is it important to implant a speed system?[/size] [/b]

[size=110]As I said if this subject is implanted in Forgotten Elements it will late the possibility to players to learn to play very fast in game with raising their reflexes gradually history of game, in fact they will have better and better reflexes with playing the game and they could see a change in their real life to progress to do everything quickly with only passing theirs time on game. I think add this difficulty could be very interesting to implant because players will have real skill and it's very important because when players playing this kind of game waste their time for real life and they learned nothing and it's what I want to change. I would like every players playing the game to be faster in real life and faster in virtual life. It will favor the desire of players to play because they will get a real change in their life and the universe of the game will be more rich. It will late the possibility to players to be addict easier then more players will be active and it will valorize the game play. We will have the possibility to have a harder game, more interesting to play and players.[/size][hr]

[b][size=130]1.1) How to implant a speed system? [/size][/b]

[size=110]To implant a speed system we have to have a better fast move, attack fast and cast fast gradually during course of the game. At begin the items will have a low add of those attributes whereas more you will continue adventure of game and more you more monsters will drop better add for those attributes. In this way monsters more the level of monster will be high and more they will be fast it's mean they will move faster and they will cast faster.[/size][hr]

[b][size=130]1.2) What will have to change with this system? [/size][/b]

[size=110]With this system monsters and characters have to change, in fact they will move faster, cast faster and attack faster.[/size][hr]

[b][size=130]1.3) When will you be able to be fast? [/size][/b]

[size=110]News players couldn't be fast when they will start game that's why this difficulty of speed should be easy for the begin but it will be harder and harder during the course of game because you will need time to get good skills with keyboard and your mouse.[/size][hr]

[size=200][color=#8000BF]2) Automatically System[/color][/size]

[b][size=130]2.1) What is automatically system? [/size][/b]

[size=110]Automatically system is the fact to see, to take, to pack and to sell an item automatically without doing something. In fact you could choose the type of items you want to see, to take, to pack and to sell such as such as recolted items, crafted items, potions, secret maps, skills items, gems, white items, green items, blue items, yellow items, magenta items, uber item. You will find automacally options with the menu option (key ESC) and this options will be composed of autolooting, autopacking and autoselling.[/size]

[b][size=130]Why it could be interesting to implant an automatically system. [/size] [/b]

[size=110]If automatically system is implanted in Forgotten Elements it will late the possibility to players to learn play very fast in game with raising their attention on what is really important on the game, in fact they will stop to lose their time uselessly. I think add this system could be very important because when players will stop to waste their time. It will late the possibility to players to be addict easier then more players will be active and it will valorize the game play. We will have the possibility to have a more interesting game play.[/size]

[img]http://i39.tinypic.com/wthkwx.jpg[/img][img]http://i43.tinypic.com/1zohobc.jpg[/img][hr]

[b] [size=130]2.2) What is autoshowing? [/size] [/b]

[size=110] [u]autoshowing[/u] is the fact to have the possibility to see the category of item you need. Example :You wouldn't like to see white, green and blue because they are too low for your character that is to say you just have to refuse to see green and white items. Your main character will be able to have an [u]autoshowing[/u] for all kind of items that is to say recolted items, crafted items, potions, secret maps, skills items, gems and all colours items with menu option[color=#80FF00] V[/color] or [color=#FF0000] X [/color]such as :

-Show dropped item [color=#80FF00]V[/color]

-Show damage at battle [color=#40FF00]V[/color]

-Show quest helper [color=#40FF00]V[/color]

[IMG]http://i45.tinypic.com/21lr3ae.png[/IMG][IMG]http://i50.tinypic.com/w8rpls.png[/IMG][IMG]http://i49.tinypic.com/2vngojc.png[/IMG] [/size][hr]

[b] [size=130]2.3) What is autolooting? [/size] [/b]

[size=110] [u]autolooting[/u] is the fact to have the possibility to take something without clicking on this item. Example : when you walk on gold you automatically get them in your inventory and its what I would like to implanted for all different of items. Your main character will be able to have an [u]autolooting[/u] such as recolted items, crafted items, potions, secret maps, skills items, gems and all colours items with menu option[color=#80FF00] V[/color] or [color=#FF0000] X [/color]such as :

-Show dropped item [color=#80FF00]V[/color]

-Show damage at battle [color=#40FF00]V[/color]

-Show quest helper [color=#40FF00]V[/color]

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[b] [size=130]2.4) What is autopacking? [/size] [/b]

[size=110] Autoloopacking is the fact to have the possibility to pack item such as potions, gems, recolted items and crafted items when you doing nothing. Example: you have 20 potions in 20 slots of your inventory with [u]autopacking[/u] you get them in 1 slot. [/size]

[img]http://i39.tinypic.com/24cs85t.png[/img][img]http://i39.tinypic.com/wi71j.png[/img][hr]

[b] [size=130]2.5) What is autoselling? [/size] [/b]

[size=110] [u]Autoselling[/u] is the fact to have the possibility to sell something from your inventory without clicking to a vendor area. Example : when you have an item on inventory you could sell this one automatically and i would like to implant this possibility for all different of items such as recolted items, crafted items, potions, secret maps, skills items, gems white items, green items, blue items, yellow items, magenta items, uber item with a menu option[color=#80FF00] V[/color] or [color=#FF0000] X [/color]such as :

-Show dropped item [color=#80FF00]V[/color]

-Show damage at battle [color=#40FF00]V[/color]

-Show quest helper [color=#40FF00]V[/color][/size]

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[size=150][color=#4080FF]If you want to follow my Ideas: [/color]

http://forgottenelements.phpbb8.de/suggestions-f2/news-jobs-autopacking-and-autolooting-t843.html

http://forgottenelements.phpbb8.de/post4182.html#p4182

http://forgottenelements.phpbb8.de/suggestions-f2/arena-event-hades-the-king-death-new-world-boss-t837.html

http://forgottenelements.phpbb8.de/suggestions-f2/difficulty-modes-t826.html

http://forgottenelements.phpbb8.de/suggestions-f2/compressed-system-balancing-preparation-t846.html

http://forgottenelements.phpbb8.de/suggestions-f2/news-skill-for-level-passiv-damage-skill-t817.html

http://forgottenelements.phpbb8.de/suggestions-f2/better-talisman-system-balancing-news-emplacements-t800.html

http://forgottenelements.phpbb8.de/character-guides-f13/the-best-pvp-real-time-t777.html

http://forgottenelements.phpbb8.de/suggestions-f2/news-rewards-balancing-t792.html[/size][hr]

[b][size=110]Greeting From France,[/size]

[size=200][color=#FF0000]BLooDBuRNiNG[/color][/size][/b][/align]